Phone: (508) 826-6342
http://www.lzorro.com

Timothy J. Volpe

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SKILLS

Languages: C#/C++/C, Java, Javascript, HTML/HTML5, CSS, SQL
Programs: Unity3D, Microsoft Word, Excel, Visual Studio; Google Docs, Sheets;
                    Adobe Photoshop; Autodesk Maya, Perforce P4V, Git
Other: Atlassian JIRA, Bamboo; Gurock Software TestRail, TestComplete,
                    JMeter, Assembla, Trello, Selenium
Operating Systems: Windows 10/7/Vista/XP/2000, Mac OS, UNIX

RECENT PROJECTS

Bloom Barrage   http://www.bloombarrage.com
• Family-friendly "competitive gardening" action game available on Apple App Store and Google Play Store
• Features story-based campaign and cross-platform multiplayer gameplay over local wi-fi

WORK EXPERIENCE

Amazon Logistics, Portland, OR   November 2017 - present
Sortation Associate
• Picked packages sorted from fulfillment center into routes and staged for delivery to the greater Portland area
• Ran quality audits on picked routes to ensure accuracy and checked for best safety practices

Pixel Arts Game Education, Portland, OR   June 2015 - present
Mentor
• Provided mentoring for children participating in free camps at libraries and in affiliation with local schools; teaching basic tenants of game creation, including design, art, and programming
• Aided in curriculum development
• Assisted in camp setup and breakdown

OpenSesame, Portland, OR   October, 2016
Software Developer (contract)
• Contract position to further develop and enhance a prototype e-learning course using Virtual Reality
• Developed using the Unity3D engine for use on the HTC Vive and Oculus Rift

CampusPoint, Portland, OR   June, 2015 – October, 2015
Various
• Temporary Associate (June – July 2015) for Stumptown Coffee Corp.: Assisted production through bottling, labeling, and packaging
• QA Engineer (October 2015) for LanguageLine Solutions: Performed a series of software validation and localization testing

Storytime Studios, LLC, Boston, MA   January, 2013 – January, 2014
Programmer (contract)
• Developed code for SKIT! storytelling/animation mobile app, including UI elements and general bug fixing, using ActionScript 3
• Created testplans, advised team in helpful testing techniques, and tested on several mobile platforms
• Supported community management and marketing efforts

38 Studios, Providence, RI   July, 2011 – May, 2012
QA Tester - Web
• Wrote testplans and performed visual and functional testing for several versions of the websites and other projects for the Digital Presence team, including testing across multiple platforms and mobile devices
• Provided QA support for live updates to the websites
• Support for bug tracking in JIRA and agile-development task planning (scrum)
• Some support for testing efforts for the Online Services team and the Project Copernicus team

QUICKHIT, Foxboro, MA   October, 2009 – February, 2011
QA Tester
• Wrote and executed test plans to ensure the quality and performance of QUICKHIT NFL game and accompanying webpages
• Filed bug reports in JIRA and worked with developers to resolve issues
• Responsible for redeploying internal servers and helped maintain testing environments
• Aided Customer Service with database queries and customer interactions on forums
• Limited work done with automated testing efforts using TestComplete and JMeter

EDUCATION

Worcester Polytechnic Institute, Worcester, MA   March, 2009
Bachelor of Science in Interactive Media and Game Development
graduated With Distinction

University of Massachusetts, Amherst, MA   December, 2000
Bachelor of Science in Computer Science